<u>IN THE CLAIMS</u>:

Claims 1, 2, 5, 7-8, 10, 12, 15-17, 19, 22, 24, 25, and 27 are amended as follows:

1. (Amended) An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a game to be played with at least one of another terminal and a game platform running the game; and

a game program for providing at least one game-related predefined message based on a state of the game, wherein the at least one game-related predefined message may be sent to at least one of a plurality of destination addresses, and, if necessary, the at least one game-related predefined message is modified to match the terminal capabilities of the at least one destination address to which the predefined message may be sent, and wherein the at least one game-related predefined message is subject to interaction with a user of the at least one wireless terminal.

2. (Amended) The online gaming system of claim 1, wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

5. (Amended) The online gaming system of claim 4, wherein the predefined game-related criteria are met where at least one of the scanned game-related events match at least one of a plurality of predefined game-related events.

7. (Amended) The online gaming system of claim 1, wherein the game program comprises an indicator to be displayed when the at least one game-related predefined message appropriate for the state of the game is available for activation.

8. (Amended) The online gaming system of claim 5, wherein the at least one game-related predefined message is sent automatically to the at least one destination address when at

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least one of the scanned game-related events matches at least one of the plurality of predefined game-related events.

10. (Amended) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the destination address during a game, and a game-environment message related to playing a game to be sent to the destination address before or after the game.

12. An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a game to be played with at least one of another terminal and a game platform running the game;

a processor within the at least one wireless terminal for controlling functions relating to the game;

a storage device in communication with the processor;

a game program operative on at least one of the processor of the wireless terminal and at the game platform for:

maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one of a plurality of destination addresses;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

providing at least one game-related predefined message when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the at least one game-related predefined message may be sent to at least one of a plurality of destination addresses, wherein, if necessary, the at least one game-related predefined message is modified to match the terminal capabilities of the at least one destination address to which the at least one game-related predefined message is sent and wherein the at least one game-related predefined message is subject to interaction with a user of the at least one wireless terminal.

15. (Amended) The online gaming system of claim 12, wherein the game program comprises an indicator to be displayed when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the provided at least one game-related predefined message is appropriate to the scanned at least one predefined game-related event matching any of the at least one predefined game-related criteria, and wherein said indicator indicates that the provided at least one game-related predefined message is available for sending.

16. (Amended) The online gaming system of claim 12, wherein the at least one wireless terminal comprises a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one of a plurality of destination addresses.

17. (Amended) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the at least one destination address during a game, and a game-environment message related to playing a game to be sent to the at least one destination address before or after the game.

19. (Amended) A method of providing an online gaming system for playing games, the method comprising:

connecting at least one wireless terminal adapted to run a game to be played with at least one of another wireless terminal and a game platform running the game;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

providing at least one game-related predefined message when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the at least one game-related predefined message is subject to interaction with a user of the wireless terminal and may be sent to at least one of a plurality of destination addresses, wherein, if necessary, the at least one game-related predefined message is modified to match the terminal capabilities of the at least one destination address to which the at least one game-related predefined message is sent.

22. (Amended) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the at least one destination address during a game, and a game-environment message related to playing a game to be sent to the at least one destination address before or after the game.

24. (Amended) A wireless terminal for playing games, the terminal comprising:

a processor for controlling functions relating to a game;

a storage device in communication with the processor;

a primary input in communication with the processor for registering game-related commands input by a user of a wireless terminal;

a game program operative on the processor of the wireless terminal for:

maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one of a plurality of destination addresses; and

providing at least one game-related predefined message based on a state of the game, wherein the at least one game-related predefined message is sent to at least one of a plurality of destination addresses, wherein, if necessary, the at least one game-related predefined message is modified to match terminal capabilities of the at least one destination address and wherein the at least one game-related predefined message is subject to interaction with a user of the at least one wireless terminal.

25. (Amended) The wireless terminal of claim 24, wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

27. (Amended) The wireless terminal of claim 24, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the at least one

destination address during a game, and a game-environment message related to playing a game to be sent to the at least one destination address before or after the game.

Add the following claims:

29. (New) The online gaming system of claim 1, wherein the at least one destination address to which the game-related predefined message may be sent is preselected.

30. (New) The online gaming system of claim 29, wherein the at least one preselected destination address comprises at least one of another terminal playing the game and the game platform running the game.

31. (New) The online gaming system of claim 1, wherein the at least one destination address to which the game-related predefined message may be sent comprises a predefined category of one or more players.

32. (New) The online gaming system of claim 31, wherein the predefined category comprises at least one of all players presently online, all players not presently engaged in a game, all players presently initiating a game, all players presently engaged in a game, all players on the user's own team, all players on an opposing team, at least one player previously defined by the user, and the game platform running the game.

33. (New) The online gaming system of claim 32, wherein the at least one player previously defined by the user is defined by a gaming attribute.

34. (New) The online gaming system of claim 33, wherein the gaming attribute is the relative ranking of the player.

35. (New) The online gaming system of claim 31, wherein the predefined category changes depending on the state of the game.

36. (New) The online gaming system of claim 35, wherein the state of the game is before the game, and:

the predefined category comprises at least one of all the players in a game room, one or more players in the game room, all players starting a game, one or more players starting a game, and a preselected one or more players; and

the at least one game-related predefined message comprises at least one of "WANNA PLAY?", "I RULE", "WHAT'S UP?", "DUNNO", and a message predefined by the user.

37. (New) The online gaming system of claim 35, wherein the state of the game is during the game, and:

the predefined category of player comprises at least one of all players presently engaged in a game, all players on the user's own team, all players on an opposing team, or at least one player previously defined by the user; and

the at least one game-related predefined message comprises "GOTCHA", "YOU'RE WASTED", "ONE MORE KILLED", "I'M THE MASTER!", "FOE KILLED", "ONE MORE DOWN!", a message relating to an event which recently occurred in the game, and a message predefined by the user.

38. (New) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises a picture and the terminal capabilities of the at least one destination address do not support reproducing a picture, and wherein the at least one game-related predefined message is modified by replacing the picture in the at least one game-related predefined message with text describing the picture.

39. (New) The online gaming system of claim 1, further comprising:

a destination database containing records for each of the plurality of destination addresses, wherein each record comprises the output capacity of the terminal indicated by the destination address.

40. (New) The online gaming system of claim 39, further comprising:

a means for modifying the at least one game-related predefined message based on the output capacity of the terminal indicated by the at least one destination address, wherein the output capacity is determined accessing the destination database.

41. (New) The online gaming system of claim 39, wherein the destination database is located in at least one of the at least one terminal and the game platform running the game.

42. (New) The online gaming system of claim 39, further comprising:

a means for logging into the game platform, wherein the destination addresses of the players logged into the game platform are the plurality of destination addresses in the destination database.

43. (New) The online gaming system of claim 1, further comprising:

a storage means for storing game-related predefined messages, wherein each game-related predefined message is identified by a code and, when a code is sent to the storage means, the storage means returns the game-related predefined message identified by the received code.

44. (New) The online gaming system of claim 1, further comprising:

a game platform configured to communicate with the at least one wireless terminal adapted to run a game to be played comprised of:

a storage means for storing game-related predefined messages;

a means for a player to log into the game platform; and

a destination database containing records for each player logged in to the game platform, wherein each record comprises the destination address of the logged in player and the output capacity of the terminal of the logged in player;

wherein the game platform is the platform on which logged in players communicate and play with each other.